What is claimed is:

1. A human-machine interface system comprising:

a network; and

a plurality of nodes that are interconnected with the network, wherein human-machine interface functions are actualized in forms of distributed objects allocated to the nodes and are realized by mediating interaction between the nodes.

2. A human-machine interface system according to claim 1, wherein each of the plurality of nodes corresponds to an application node that performs input/output functions of information for a human user in execution of a specific application by way of the human-machine interface function thereof, a service node that processes the information input to or output from the application node, or a composite node that acts as an application node and/or a service node.

3. A human-machine interface system according to claim 2, wherein there are provided a low-order service node or a low-order composite node that performs data processing depending upon expression media such as sound and picture as well as a high-order service node or a high-order composite node that performs data processing independently from the expression media, so that the high-order service node or the high-order composite node is commonly shared by the low-order service node or the low-order composite node that highly depends upon different expression media respectively.

4. A human-machine interface system according to claim 2 or 3 wherein the

application node or the composite node sends a start request of a prescribed service and its processing data to the service node or another composite node which in turn produces input information or output information for the application node or the composite node.

5. A human-machine interface system according to any one of claims 1 to 4, wherein each of the plurality of nodes has a hierarchical layered structure in execution of software, which is configured by arranging from a top place to a bottom place, an application node or a service node, a proxy corresponding to a high-order portion of the distributed object, a object transport structure and a remote class reference structure corresponding to a low-order portion of the distributed object, a network transport layer and a network interface circuit.

6. A computer-readable media storing programs that cause nodes corresponding to computers or processors interconnected with a network to actualize a human-machine interface system based on a distributed object model, wherein human-machine interface functions are actualized in forms of distributed objects allocated to the nodes and are realized by mediating interaction between the nodes.

7. A human-machine interface system comprising:

a network;

a plurality of nodes that are interconnected with the network, wherein human-machine interface functions are actualized in forms of distributed objects allocated to the nodes and are realized by mediating interaction between the nodes,

wherein each of the nodes corresponds to an application node that performs a

prescribed application for a human user by way of a human-machine interface function thereof or a service node that provides a specific service in relation with execution of the prescribed application.

8. A human-machine interface system according to claim 7, wherein there are provided a low-order service node that performs data processing depending on expression media such as sound and picture and a high-order service node that performs data processing independently of the expression media.

9. A human-machine interface system according to claim 7, wherein each of the nodes has a hierarchical layered structure in execution of software, which is configured by arranging from a top to a bottom, an application object or a service object, a proxy, an object transport structure, a remote class reference structure, a network transport layer, and a network interface circuit.

10. A human-machine interface system according to claim 7, wherein the service corresponds to a speech recognition service or a speech synthesis service.